

CLAIMS

What is claimed is:

1. A method for preparing rendering information on a server computer
2 capable of being connected to a client system via a network, which
3 comprises the steps of:
4
5 on the server:
6
7 retrieving a first information component, wherein the first
8 information component is maintained in a cache on the server;
9
10 obtaining information specific to the client;
11
12 using the first information component and the client specific
13 information to create a second information component, wherein
14 the second information component comprises a client-function
15 component and a client-display component; and
16
17 transferring the second information component to the client,
18 wherein the client is capable of:
19
20 creating a client display, wherein the client display is
21 created from the client-display component and activation
22 of the client-function component; and
23
24 rendering the client display on the client.
2. A method as recited in claim 1, providing the file format of cached

2 information is selected from the group consisting of Extensible Markup
Language (XML) and HyperText Markup Language (HTML).

3. A method as recited in claim 1, wherein the step obtaining information
2 specific to the client comprises the use of server dynamic libraries.

4. A method as recited in claim 3, wherein the step obtaining information
2 specific to the client comprises the use of a dynamic login library.

5. A method as recited in claim 3, wherein the step obtaining information
2 specific to the client comprises the use of a dynamic user preference
library.

6. A method for rendering information on a client system capable of being
2 connected via a network to a server computer, which comprises the steps
of:

4 wherein the server is capable of:

6 retrieving a first information component, wherein the first
8 information component is maintained in a cache on the server;

10 obtaining information specific to the client;

12 using the first information component and the client specific
information to create a second information component, wherein
14 the second information component comprises a client-function
component and a client-display component; and

16 transferring the second information component to the client;

18 on the client:

20 creating a client display, wherein the client display is created from
the client-display component and activation of the client-function
22 component; and

24 rendering the client display on the client.

7. A method as recited in claim 6, providing the client is a communication
2 device selected from the group consisting of virtual reality devices, audio
devices, low screen resolution display systems, wireless devices, personal
4 digital assistants, pagers, mobile phones, systems for the visually
impaired, local area network devices, and Internet enabled appliances.

8. A method as recited in claim 6, wherein the step rendering the client
2 display on the client comprises presentation of the client display as a web
page on the client.

9. A method as recited in claim 6, providing the file format of cached
2 information is selected from the group consisting of Extensible Markup
Language (XML) and HyperText Markup Language (HTML).

10. A method as recited in claim 6, wherein the step creating the client
2 display comprises obtaining additional information from other network
sources and wherein the client display created is dependent upon the
4 additional information.

11. A method as recited in claim 6, wherein the step creating the client
2 display comprises obtaining additional information from sources on the
client and wherein the client display created is dependent upon the

4 additional information.

12. A method as recited in claim 6, wherein the step creating the client
2 display is dependent upon information obtained from server dynamic
libraries.

13. A method for rendering information on a client system connected via a
2 network to a server computer, which comprises the steps of:

4 on the server:

6 retrieving a first information component, wherein the first
information component is maintained in a cache on the server;

8 obtaining information specific to the client;

10 using the first information component and the client specific
12 information to create a second information component, wherein
the second information component comprises a client-function
14 component and a client-display component; and

16 transferring the second information component to the client; and

18 on the client:

20 creating a client display, wherein the client display is created from
the client-display component and activation of the client-function
22 component; and

24 rendering the client display on the client.

- 2 14. A method as recited in claim 13, providing the client is a communication
4 device selected from the group consisting of virtual reality devices, audio
devices, low screen resolution display systems, wireless devices, personal
digital assistants, pagers, mobile phones, systems for the visually
impaired, local area network devices, and Internet enabled appliances.
- 2 15. A method as recited in claim 13, wherein the step rendering the client
display on the client comprises presentation of the client display as a web
page on the client.
- 2 16. A method as recited in claim 13, providing the file format of cached
information is selected from the group consisting of Extensible Markup
Language (XML) and HyperText Markup Language (HTML).
- 2 17. A method as recited in claim 13, wherein the step creating the client
display comprises obtaining additional information from other network
sources and wherein the client display created is dependent upon the
4 additional information.
- 2 18. A method as recited in claim 13, wherein the step creating the client
display comprises obtaining additional information from sources on the
client and wherein the client display created is dependent upon the
4 additional information.
- 2 19. A method as recited in claim 13, wherein the step obtaining information
specific to the client comprises the use of server dynamic libraries.
- 2 20. A method as recited in claim 19, wherein the step obtaining information
specific to the client comprises the use of a dynamic login library.

21. A method as recited in claim 19, wherein the step obtaining information
specific to the client comprises the use of a dynamic user preference
library.
22. A program storage medium readable by a server computer, tangibly
embodying a software program of instructions executable by the server to
perform method steps for preparing rendering information on a client
system capable of being connected via a network to the server computer,
the method steps comprising:
- on the server:
- retrieving a first information component, wherein the first
information component is maintained in a cache on the server;
- obtaining information specific to the client;
- using the first information component and the client specific
information to create a second information component, wherein
the second information component comprises a client-function
component and a client-display component; and
- transferring the second information component to the client,
wherein the client is capable of:
- creating a client display, wherein the client display is
created from the client-display component and activation
of the client-function component; and

26 rendering the client display on the client.

23. A program storage medium as recited in claim 22, wherein the file format
2 of cached information is selected from the group consisting of Extensible
Markup Language (XML) and HyperText Markup Language (HTML).

24. A program storage medium as recited in claim 22, wherein the method
2 step obtaining information specific to the client comprises the use of
server dynamic libraries.

25. A program storage medium as recited in claim 24, wherein the method
2 step obtaining information specific to the client comprises the use of a
dynamic login library.

26. A program storage medium as recited in claim 24, wherein the method
2 step obtaining information specific to the client comprises the use of a
dynamic user preference library.

27. A program storage medium readable by a client system, tangibly
2 embodying a software program of instructions executable by the client to
perform method steps for preparing and rendering information on the
4 client, wherein the client is capable of being connected to a server
computer via a network, the method steps comprising:

6 wherein the server is capable of:

8 retrieving a first information component, wherein the first
10 information component is maintained in a cache on the server;

12 obtaining information specific to the client;

14 using the first information component and the client specific
information to create a second information component, wherein
16 the second information component comprises a client-function
component and a client-display component; and

18 transferring the second information component to the client;

20 on the client:

22 creating a client display, wherein the client display is created from
the client-display component and activation of the client-function
24 component; and

26 rendering the client display on the client.

28. A program storage medium as recited in claim 27, wherein the client is a
2 communication device selected from the group consisting of virtual
reality devices, audio devices, low screen resolution display systems,
4 wireless devices, personal digital assistants, pagers, mobile phones,
systems for the visually impaired, local area network devices, and Internet
6 enabled appliances.

29. A program storage medium as recited in claim 27, wherein the method
2 step rendering the client display on the client comprises presentation of
the client display as a web page on the client.

30. A program storage medium as recited in claim 27, wherein the file format
2 of cached information is selected from the group consisting of Extensible
Markup Language (XML) and HyperText Markup Language (HTML).

31. A program storage medium as recited in claim 27, wherein the method
step creating the client display comprises obtaining additional information
from other network sources and wherein the client display created is
dependent upon the additional information.

32. A program storage medium as recited in claim 27, wherein the method
step creating the client display comprises obtaining additional information
from sources on the client and wherein the client display created is
dependent upon the additional information.

33. A program storage medium as recited in claim 27, wherein the method
step creating the client display is dependent upon information obtained
from server dynamic libraries.

34. An apparatus for preparing rendering information on a server computer
capable of being connected to a client system via a network, comprising:

on the server:

means for retrieving a first information component, wherein the
first information component is maintained in a cache on the
server;

means for obtaining information specific to the client;

means for using the first information component and the client
specific information to create a second information component,
wherein the second information component comprises a client-
function component and a client-display component; and

18 means for transferring the second information component to the client, wherein the client is capable of:

20 means for creating a client display, wherein the client display is created from the client-display component and
22 activation of the client-function component; and

24 means for rendering the client display on the client.

35. An apparatus for rendering information on a client system capable of
2 being connected via a network to a server computer, which comprises the steps of:

4 wherein the server is capable of:

6 means for retrieving a first information component, wherein the
8 first information component is maintained in a cache on the server;

10 means for obtaining information specific to the client;

12 means for using the first information component and the client
14 specific information to create a second information component, wherein the second information component comprises a client-
16 function component and a client-display component; and

18 means for transferring the second information component to the client;

20 on the client:

- 22 means for creating a client display, wherein the client display is
created from the client-display component and activation of the
- 24 client-function component; and
- 26 means for rendering the client display on the client.